



General Admin. Rules:

All players/members of the club must be registered with the League. Umpires or opposition captain can check players' ID at any given point in a match. Acceptable form of ID is as follows: Driver License, Permanent Resident or Passport, the on-field umpire shall verify ID cards and reserves the right to disallow players without ID cards to participate in the game. If a team is caught with an unregistered player on the field, that respective team automatically loses that match and is subject to a ban, penalties and disqualification from the playoffs.

In case of cheating a team captain can face penalties and ban.

A PLAYER IS ONLY ALLOWED TO REPRESENT ONE CLUB: A Player can only represent One Club in different Divisions at Mississauga Cricket League (ex. if Team A have 2 Teams - 1 in Premier, 1 in 1st Division - Only then can a player represent Team A CC for 2 different Divisions). A player is not allowed to play for any other team or club in another Division under any other circumstance. If this happens, then the Games will be disqualified for that particular team. Captains have to be careful and let your players know else your team will be disqualified for playoffs.

Team Squad: Teams may carry a maximum of Seventeen (17) players on their team roster. The team roster must be declared prior to the season. A team may be able to add/remove/replace a player if they did not play any game, before 15th December by sending an email to the League informing the same. Once a player is removed from the squad, he cannot be used again in the team for the season.

After 15th December, teams will pay \$25 every time a player is added/removed/replaced in the team Roster. Teams are responsible to get scoresheets in a rare case of Cricclubs app crash. A player cannot be transferred during the season to a different team in the League if a player has already played with other club.

- Teams may carry a maximum of Thirty (17) players on their team roster.
- Teams may dress a maximum of eleven (11) players in a match with eight (8) on the field at a time (11 players per game).
- Games will be 8 overs each innings.
- All league fees must be paid before the season starts. Failure to pay will result in expulsion from the league.
- Fiber bat is not allowed



- Umpires must be paid at the time of toss (\$20 to one of the umpires paid from each team)
- Upper Jerseys should be same color for all the players on the field (or same club jerseys)
- Players should be in proper sports attire (shorts and shoes with metal spikes are not allowed)
- Food and chewing gum is prohibited within the dome, all garbage and plastic must be disposed of in bins before leaving the dome.
- Alcohol is strictly prohibited inside the dome, teams are responsible for all their players, any player caught with alcohol or found with substance influence will result in an automatic ban from the league for that respective team

HOME TEAM:

It is the responsibility of the Home Team to setup the ground before the start of first innings. If they fail to setup in time, then they will lose overs depending on the delay and umpires make the final decision. Kindly move the goalposts outside the boundary before the start of play and they should be moved back to their original location after the completion of all matches. Home team is responsible to get their own cones to mark the boundary and power play lines.

Playing Conditions / Game format:

Toss would happen 15 minutes before the start of a Match. It requires the home team of 9 pm team to pick the 2 set of Wickets from the Storage of the facility and home team for 11 pm game must put it back after the match is finished. Teams not keeping the wickets back at the storage facility would incur a \$200 fine, payable immediately.

Points:

Win - 6 points Tie - 4 point each

Abandoned because of weather or factors outside the control of the League / Dome Management is 3 points each. If abandoned due to "forfeit" / cancellation / default" by any team, 6 points will be awarded to the team present.

SCORING: MCL will keep track of the stats and upload the scores via CricClubs on the website.

- Wide & No Ball = 1 run awarded
- 1 run if batters complete a run successfully
- 1 extra run given to the batsman if the batsman connects a shot off the bat and the ball hits the Dome/nets.
- Example: The batsman plays a shot which hits the dome (automatic 1 run) and the batsman



rotate strike by running between the wickets. In this case, the batsman gets 2 runs in total.

- 4 runs = boundary at front of field
- 6 runs = directly over the boundary at front of field
(4 or 6 will be based on the bounce of the ball. It would be considered a 6 if the ball hits the dome Wall / roof and still goes beyond the boundary line directly).
- If the ball goes to the other field from above the nets, it counts as maximum 1 Run and the strike cannot be changed (batsmen do not cross over)
- If the ball goes to the other field from beneath the net or from the sides, automatic 1 run plus the batsman can cross over / run and avail maximum of 1 additional run. (Max total for the ball is 2 runs). Only in this case, it is batsmen discretion to avail this opportunity of 2nd run. If they choose not to then they need not change the strike and only 1 run will be awarded.
- Ball is considered to be dead when it goes to other part of the field.
- **Overthrows** are allowed.
Situation: If the fielder throws the ball and the ball goes above/beneath the nets, the batsman can run a maximum of 1 run for overthrow after it crossed the nets.
Overthrows that hit the dome wall / net are not counted as an automatic 1 run.
4 runs overthrow will be awarded if ball crosses the boundary line directly or on bounce at front of the field
- Byes and Leg Byes are allowed as normal
- All 'NO Balls' will result in to a Free Hit. Batsman cannot get out in free hit except - Run out, Obstructing the field and Hit the ball twice. (Similar to No ball)
- 60 minutes per game, 25-min per innings with a 5 minutes break in between batting teams and 15 minutes between the toss time and start of the first innings.
- In case of a time delay in the start of the game (due to weather or factors outside the control of the teams) 3.5 minutes per over shall be reduced for the amount of lost time. Run rate shall be used to calculate final result whenever required.

Shortage of Players:

A team shall be allowed to start a game with a minimum of 5 players on the field.



OVER LIMIT:

- Games will be 8 overs each innings.
- 3 bowlers are allowed to bowl a maximum of two overs in an innings. The over distribution is 2-2-2-1-1, in total, minimum 5 bowlers must be used per team in an innings.

Fielding Rules:

Teams may dress a maximum of eleven (11) players in a match with only eight (8) on the field at any given time. Unlimited substitutions are permitted at the end of each over as all 11 players are permitted to bat and bowl.

First 3 overs of each innings are power play overs.

The power play line is an imaginary line between the non-striker stumps and the boundary line. The power play line will be marked by a pair of cones set up before the match.

During the power play (Overs 1-3), maximum of 1 fielder is permitted behind the power play line. An additional (max) 1 fielder is permitted between the non-striker stumps (bowling crease) and the power play line. The remaining 5 fielders must remain in front of the non-striker stumps.

After the power play (Overs 4-8), cones have no meaning now, now maximum of 2 fielders are permitted behind the non-striker stumps (bowling crease). The remaining 5 fielders must remain in front of the non-striker stumps (bowling crease).

If any team is playing with less player/s (shortage of players – as above), team can still have 2 players fielding behind the non-striker stumps (bowling crease) as explained above.

Out and Catching:

- Batsman can be out under all applicable cricket laws of MCC / ICC PC.

Catching Off the Dome:

Any ball hit off the lights will be counted as ball in play and will not be given caught out.

- Catch off the net is not valid. However, ball remains in play if it touches the net.
- No runner will be allowed for the injured batsman.
- Substitutes are allowed



OVER TIMINGS:

3 minutes per over

In case of a time delay in the start of the game (due to weather or factors outside the control of the teams); 3.5 minutes per over shall be reduced for the amount of lost time.

The on field umpire shall be the best judge of this action and his decision shall be final.

PENALTY FOR LATE START:

Team responsible for late start shall lose overs as per the 3.5 minute per over rule.

PENALTY FOR MISSING CUT OFF:

First Innings:

If a team fielding first fails to bowl the allocated overs in the specified time, they shall continue to bowl until they have done so. However, they shall only bat the amount of overs bowled at the scheduled cut of time (ex: if 11 overs bowled at cut off shall allow the team to only bat 11 overs). The over in progress at time of the cut off shall be counted as complete.

If in the opinion of an Umpire, delay was caused by a batting side, then the innings would close at the scheduled cut-off time and batting team in defaults would lose that many overs. Over in progress will be allowed to be completed.

Umpire at his discretion would allow reasonable extra time for the delay occurred due to circumstances beyond the control of both teams.

Umpire's decision will be final and binding.

Second Innings:

If a team fielding second fails to bowl the allocated overs in the specified time, they shall continue to bowl until they have done so (if time / field of play available). The over in progress at time of the cut off shall be counted as complete.



In addition to this, 8 runs per over penalty will be added to the batting side total for number of overs bowled short by a fielding side at cut-off time. If by adding penalty runs, result is achieved then match would close at that point of time.

In an unlikely event of match cannot progress beyond cut off time (due to non-availability of dome or any other reasons), 8 runs penalties as above will be replaced with award of maximum runs per over scored by batting team for that many overs (ex: if bowling side is 2 overs short at cut-off time, match cannot progress, batting team has scored max run – 11 in over no, 9 (say), they will be awarded 22 runs, to decide the outcome of the match.

If in the opinion of an Umpire, delay was caused by a batting side, then the innings would close at the scheduled cut-off time and batting team in defaults would lose that many overs. Over in progress will be allowed to be completed.

If time is extended due to delay NOT attributed to any teams, efforts will be made to complete match as normal. However, in the unlikely case time extension is allowed and if field is NO LONGER available for play or if match is called off by the on field official due to any other reasons, then at the end of the over in progress, innings and match would end. Batting side will be awarded highest run they had scored per over by them during their innings earlier to the total for the number of over remaining un-bowled to decide the result as above).

Umpire at his discretion would allow reasonable extra time for the delay occurred due to circumstances beyond the control of both teams.

In addition, if it is found that any team deliberately tries to waste time to bring result of the match in its favor, the on field umpire can decide to award the match to other team. The on field umpires shall be the best judge of this action and his decision shall be final and binding.

Code of Conduct – Player’s behavior – Law 42

Umpire decisions are judgment calls and are not subject to debate. Verbal abuse of umpires or players will not be tolerated at any time. Umpires have the authority and will be encouraged to apply / implement Law 42 (code of conduct) strictly. Which means warning, 5 run penalty and /or removal of player from the match (ejections) partially or completely as applicable for unsportsmanlike behavior.



- In any of the above situations or in an extreme situation such as serious dissent against umpires decision and/or verbal abuse/physical assault, apart from umpire applying Law 42, MCL can apply its own code of conduct after the match which may include fine and /or ban for life or x number of matches.

Match Default

Teams defaulting one game will automatically incur a fine of \$100 to be paid within 4 days of the default. Teams who default/forfeit will be disqualified for the playoffs.

The team present will be awarded full .

The second defaulted game in the same season will incur a fine of \$250, payable within 4 days of default.

For this context, "default" is applicable when a game does not take place due to non-availability of the players (5 players dressed and ready to take the field) from the defaulting club/team and/or refusal of the club/team to take the field when instructed to do so (by the match official, or in the absence of one, refusal to cooperate with the rival team to get the game underway by assigning umpires from the players). The on field official shall wait for 25 minutes before a game can be considered as "default".

When a game is defaulted and the fine is not paid within 3 days, the team will be disqualified from participating further in the tournament and there will be no refund.